BLUE RIBBON BLUE RIBBON BLUE RIBBON

DARTS

501 INSTRUCTIONS

First enter the start scores for each player, usually 501, but any score up to 1001 can be entered. Each player has three darts in turn to try and score as many as possible. To win the game you must finish on a 'Double'; ie if you need 36 then 'Double 18' (36) would win you the game.

BLUE RIBBON BLUE RIBBON BLUE RIBBON

DARTS

ROUND THE BOARD INSTRUCTIONS

Start by selecting the degree of difficulty; singles is the easiest and trebles is the hardest. Then starting at number 1 work your way round the board, finishing with the semi-bull (25) and then the bull (50).

Press **SPACE BAR** to continue

DARTS

CRICKET INSTRUCTIONS

Player 1 starts by trying to score as many 'RUNS' as possible whilst player 2 aims for the bull and semi-bull. Each bull counts as 2 wickets and each semi-bull as 1 wicket. Player 1 continues to score RUNS until player 2 has scored 10 'WICKETS'. The roles are then reversed and the player with the most RUNS wins.

Press SPACE BAR to continue

BLUE RIBBON BLUE RIBBON BLUE RIBBON

DARTS

THE KEYS

Z = LEFT

X = RIGHT

] = UP

ç = DOWN

SPACE = THROW

° ° ° °   Press **SPACE BAR** to continue   ° °